

BASEBALL



IMPORTANT! Read instructions before use.

How to Enjoy Your New Game

It requires considerable control to gain maximum enjoyment and satisfaction from your new game of Baseball. First-time users should take time to acquaint themselves with the various joystick operations. However, it won't be long before you find operation of the game quite simple.

Loading Instructions

1. *If you have an Atari 400, place cartridge into centre slot.*
2. *If you have an Atari 800, place cartridge into left slot.*
3. *Switch power 'on'.*
4. *Plug one joystick into 'Port 1', the other into 'Port 2'.*
5. *Press 'Option' for little league or major league level of play.*
6. *Press 'Select' to obtain home team colour (blue or red).*
7. *Press 'Start' to begin game.*

Operation

After 'Start' is pressed, the full playing area moves up into view.

At the top of the first inning, the joystick in Port 1 controls the batting team; in Port 2, the fielding team.

Joysticks can be moved through 360° and are spring loaded to return to neutral position.

When 'Start' has been pressed, the player controlling the fielding side begins the game by moving the pitching joystick. The pitcher will move in the direction you point the joystick.

Pitching

Bring the pitcher to the pitcher's mound. Pulling straight back on the joystick will move him to the top edge of the mound which is the pitching position. The catcher will then flash, indicating you are in the pitching mode, and the first batter will automatically walk to the plate. You are now ready to pitch.

How to Pitch Straight Fast and Slow Strikes

***Standard Pitch** Press the red button and release, with the joystick in neutral position. (See Fig. 1)

***Slow Pitch** Press the red button for wind-up, then release and push the joystick forward. (See Fig. 1)

***Fastball** Press the red button for wind-up, then release and pull the joystick backwards. (See Fig. 1)

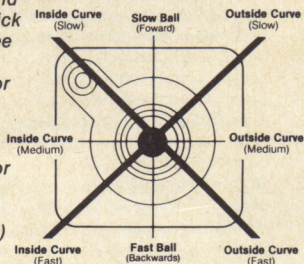


Fig. 1

Note: Always release the red button immediately after pressing and before selecting joystick position. Hold the joystick position until the pitcher has released ball.

How to Pitch an Intentional 'Ball'

A 'ball' will not travel over the plate. To throw one, press the red button and continue holding it down while selecting your curve. (See Fig. 1 — Pitching Joystick Control) Release the red button when pitcher releases ball.

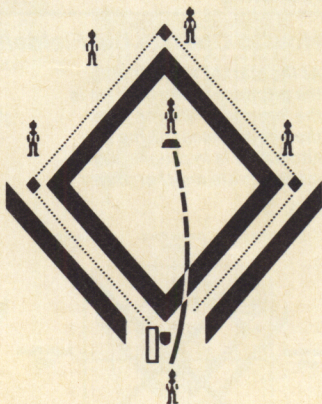


Fig. 2

How to Pitch Curve Balls

Press the red button for wind-up, then release immediately and select your curve. (See Fig. 1 — Pitching Joystick Control) Hold the joystick position until pitcher has released ball. All curve balls will travel over the plate and count as a strike.

Note: When a pitch is delivered, the pitcher automatically moves away from the top of the mound. When you are ready to return to the pitching mode, pull straight back on the joystick and the pitcher moves automatically to the top edge of the mound.

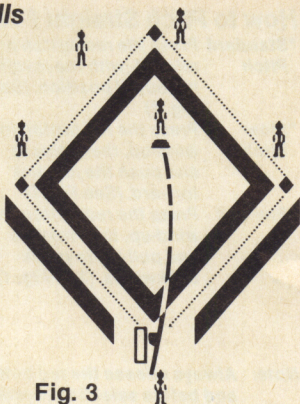


Fig. 3

Fielding

How to Operate the Fielders

At the start of a half-inning, the pitcher has the ball. He is the 'animated' player. After the pitcher releases the ball and a play is in progress, you may animate another player

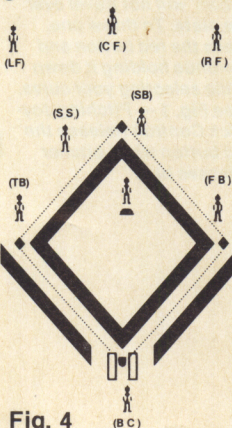
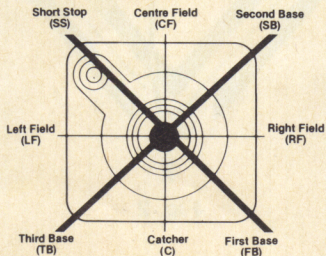


Fig. 4

Fig. 5



by pointing the joystick towards him and pressing the red button. You can now control this player's movements by pointing the joystick in the desired direction. (You always know which player you're controlling because he will be a lighter colour than the others.)

How to Catch the Ball

To make a catch, move the selected player to intercept the path of the ball.

Note: If you can't see the ball on the screen, your animated player has it.

If your animated player catches the ball, you may want him to throw to a team-mate.

How to Throw the Ball

To throw the ball to another player, press the red button. This freezes your animated player. Point the joystick in the direction of the player you wish to receive the ball. (See Fig. 5 — Fielding Joystick Control) The selected player will begin flashing and you can throw the ball to him by pressing the red button. (At this point, your 'frozen' player returns to his original position automatically.) You can now control the movement of the newly animated player to catch the ball.

Note: To return the ball from a player to the pitcher, press the red button twice with the joystick in neutral.

It is a good idea to practice fielding and throwing to get the feel of operating the joystick before playing a game.

How to Correct a Throwing Selection Error

If you 'freeze' your animated player, you may correct your error providing you have not already pressed the red button to activate the throw. Point the joystick towards the animated player (who is currently 'frozen') and press the red button. This reactivates him and you may now proceed with the play of your choice.

How to Prevent Stolen Bases

When you are in the pitching mode, you may prevent the batting team from stealing bases by having the pitcher throw to either base instead of pitching. To do this, follow the procedure under **How to Throw the Ball**.

The Catcher

When the batter misses a pitch, the catcher automatically catches the ball. Press the red button twice to return ball to pitcher.

Foul Balls

In the event of a foul ball, 'Foul Ball' is flashed on the screen. The catcher is **automatically** animated and you may move him to the ball by pointing the joystick in the desired direction. Pressing the red button twice with the joystick in neutral returns the ball to the pitcher.

Batting

When the fielding team's pitcher stands on his mound, your batter will automatically walk to the plate.

How to Hit

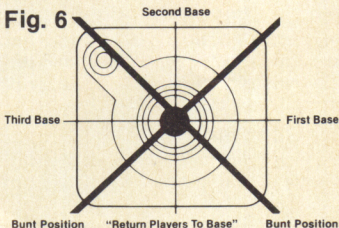
To hit the ball, press the red button on your joystick as the ball reaches you. To hit to left field, press the red button when the ball is just in front of the plate. To hit to right field, press the red button when the ball is **over** the plate. Pressing the button when the ball is between those points will result in a hit to the mid-field area.

Note: Continual missing means you are swinging the bat too soon or too late, so adjust your timing!

How to Steal Bases

If you have a player on first, second or third base, you may lead off — or actually steal — by control of the joystick. To lead off, point your joystick to the appropriate base. (See Fig. 6 — Stealing Bases Joystick Control) One such movement of the joystick constitutes a lead-off step by the man on base. You are allowed four (4) steps (movements of the joystick) as a lead-off. After that you must either steal or return to base. To steal: make a 5th movement of the joystick. Your runner is now committed to stealing — there is no turning back! (He **automatically** runs to the next base.) To return to base: pull back on the joystick. You may lead-off more than one base runner during the same play by pointing the joystick at the appropriate base and repeating the 'step' procedure described above. **One** pull back on the joystick returns **all** runners to their bases.

Fig. 6



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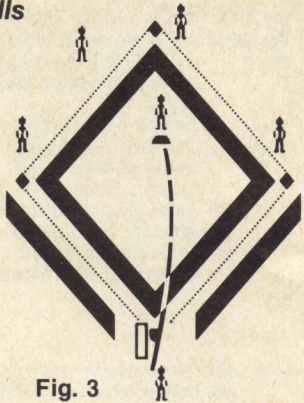


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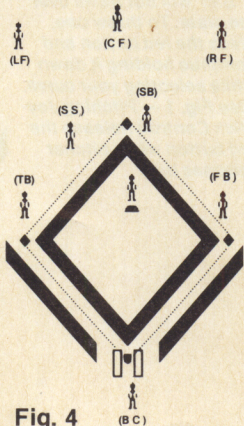
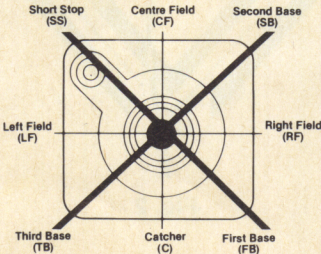
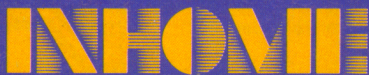


Fig. 4



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